Reel to Real

Created By: (censoring my real name)

Summary:

Reel to Real is a 3D animatronic simulator that accurately replicates each varied showroom experience across the entirety of Chuck E. Cheese's legacy, with the ability to play every single showtape that has ever been made.

The Product:

RR can be used as a platform for selling the entirety of the classic showtape backlog, 282 unique feature-length productions, for the first time in the company's history to its customers.

RR can be sold on PC, *Xbox Series S/X*, *PlayStation 5*, and VR platforms.

Audience:

Chuck E. Cheese is a powerhouse brand with millions of customers who have visited each era of its history across multiple generations. Reel to Real is the chance to strike the untapped market of nostalgic adults wanting to relive their cherished childhood memories just how they remembered it.

The Software:

Reel to Real is built as a celebration of all previous eras of the company, while distinctly separating itself in its design from the Rockstar branding to enforce its identity as a nostalgic piece for adults.

Users are able to pick stores from each era and walk around them as they please. Each animatronic stage is able to be customized to fit any specific layout seen at a store.

(Ex; A Cyberamic stage, can change from Balcony, to 1-Stage, 2-Stage, Rocker, ect; A character like Helen can wear her Bandstand outfit, Christmas outfits, 90's cosmetic redesigns, ect;)

All 6 major show types are accessible. Winchester, Kooser, Cyberamics, 3-Stage, Awesome Adventure Machine, and Studio C. The software has full playback functionality for showtapes of any format. Fast-forward, Rewind, Skipping, ect. A simulation of pneumatic airflow also allows many speed presets to be applied to the user's preference.